GigaPets CompuKitty

CONGRATULATIONS!

You are the proud new owner of a GigaPets the all new virtual pet toy! The healthier and happier your pet is the higher your score will be! These instructions will help you along your way.

ACTIVATING YOUR DEVICE

To activate your GigaPet, pull the plastic tab from the back of your device. If the screen doesn't turn on right away, try pressing the small button above the battery compartment using a small object like a paperclip.

SETTING THE CLOCK (SUPER IMPORTANT)

1.) When you first turn the game on, you will be in CLOCK MODE, ready to set the hour.
2.) Set the current time. Press LEFT/RIGHT to adjust the hour. When the correct hour is set, press ENTER.
3.) Press LEFT/RIGHT to adjust the minutes. When the correct minutes are set, press ENTER.
4.) The clock is now set. Now you can name your new pet.

NAMING YOUR GIGAPET

Now that your pet has a birthday, it's time to give it a name.

1.) Press LEFT and RIGHT buttons to search through the alphabet.
2.) Press the ENTER button to select a letter and move to the next space in the pet's name. You may use up to 5 letters.
3.) Press the ENTER button twice to accept the current name and return to GAME MODE.

MODE BUTTON FUNCTIONS

When your pet is on the home game screen and you press the MODE button, you can review and edit the time, your pet's name, turn the sound on and off, and reset the game. Press RIGHT to scroll through the mode functions and press ENTER to edit them.

-To change the **TIME**, press RIGHT/LEFT to adjust the number and ENTER when you are happy with it.
-To change the **NAME**, press RIGHT/LEFT change the letters and ENTER to select them.
-To turn the **VOLUME** on or off, press ENTER. A speaker with 3 lines indicates that the volume is on and one with no lines means that it is off.
-To **RESET** the game, press RIGHT to move the arrow to the Y and ENTER to select it.

THE GAME SCREEN

The game screen is your pet's "home." You will see the pet move around the screen and go about their daily routine, just like a real pet. Press the LEFT/RIGHT buttons to light up the ICONS around the outside of the screen. These icons represent all the different activities that allow you to interact with your pet. If you go more than 15 minutes without interacting with your pet will stop moving indicating that your device is in power save mode. To exit out of this press any button and your pet will start animating again.

MEETING YOUR PETS NEEDS

Try selecting different activities until you figure out what your pet needs or check which stat is low under the heart icon. If any of your stats gets particularly low the icon that it is associated with will flash indicating that it needs immediate attention. If you try to select an activity that your pet does not want to do, it may refuse. If your pet refuses to do anything there is a good chance they need to sleep for the night.

It is important to note that between the hours of 9:00pm-7:00am your pet will only want to sleep. You can still play with your pet at night but it will drop their happiness score.

ALERT

You cannot choose this icon. Instead, this icon will light up to let you know that your pet needs something.

SCORE

Choose this icon to check on your pet's progress. Your overall score, which is an indication of how well you are doing, is displayed first. Your score should grow as your pet grows. Use the LEFT/RIGHT button to display screens showing your pets AGE, WEIGHT, HEALTH, HAPPINESS, HUNGER, and DISCIPLINE. HEALTH, HAPPINESS, HUNGER, DISCIPLINE range from 0 (bad) to 100 (good) and help you determine what your pet needs. If any of those scores fall below 60 you should take care of your pet right away. The last statistic screen is the age and weight of your pet. Each day represents a year in Giga-Time.

=HUNGER =HEALTH YR =AGE
=HAPPINESS =DISCIPLINE LB =WEIGHT

FEED

When you select this activity, you will be given a choice of foods for your pet. The first food you see is the healthy food and if you press the RIGHT button you see the treat food. Once you have selected your food item press ENTER to feed. Your pet needs healthy food to grow and treats to stay happy.

SLEEP

Your pet need about three naps (10:45am, 2:45pm, 6:45pm) and a full night's sleep between the hours of 9:00pm to 7:00am each day (you can still play with your pet during those hours but it will drop their happiness score). If your pet is looking sluggish or ZZZs start to animate over their head it probably wants to sleep. Select the SLEEP icon to turn out the lights for your pet when it wants to sleep, this will help keep your pet well rested.

GAMES

To keep your pet healthy and happy, you should play with them often. When you select this activity, you will have two options of games to play. For instruction on how to play each game see the next section.

Ball Chase: In this game your kitty is chasing a ball and it's your job to help them catch it. When the game beings your kitty will start running towards either the right or left side of the screen. If they are running towards the left rapidly press the LEFT button to get them to run faster and if they are running towards the right rapidly press the RIGHT button. If you are fast enough your kitty will catch the ball and you will win the game.

Butterfly Catch: In this game your goal is to help your kitty catch a butterfly. If the butterfly is coming toward the left side of the screen rapidly press the LEFT button. If the butterfly is coming toward the right side of the screen rapidly press the RIGHT button. If you are fast enough your kitty will catch the butterfly and you will win the game.

DOCTOR

Just like a real pet, your GigaPet will sometimes get sick. Select this activity to take your pet to the doctor but try not to take your pet to the doctor too often or it will drop their happiness score.

CLEANING

Sometimes your pets will leave droppings and you must clean them up. If there are droppings on the screen, select the CLEANING icon to clear them away. If there are no droppings on the screen, you can select this activity to give your pet a thorough, all-over cleaning. If you want your GigaPets to stay healthy, don't leave droppings lying on the screen, and don't let your pet walk around dirty.

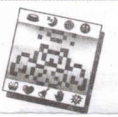
DISCIPLINE

Select this activity to discipline your pets. Your pets do not like to be disciplined, but some discipline is necessary if you want them to behave properly. Don't select this activity too often, or your pets will become unhappy and unhealthy!

TRAINING

Your pet can do all sorts of interesting things. Select the TRAINING icon and press either the LEFT/RIGHT key until the word TRICK appears then press ENTER. Now you will see the tricks that the pet you have selected can perform. Press LEFT/RIGHT until the trick you want appears on the screen, and press ENTER. Your pet will attempt to perform the trick, be sure to reward your pet if they perform the trick correctly to train them properly. To reward your pet, select the TRAINING icon and the word REWARD will appear on the screen. Press ENTER again to reward your pet. If your pet has been properly rewarded for the activity you select, it will obey your commands and boost the pet's disciple score!

GAME OVER



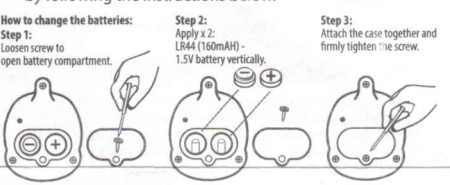
Just like a real pet, your GigaPet will sometimes get sick. Select this activity to take your pet to the doctor but try not to take your pet to the doctor too often or it will drop their happiness score.

RESETING THE GAME

If at any point you wish to start over from the beginning, press the MODE button, then press RIGHT three times to open the reset screen. Press LEFT to select Y, then ENTER to reset your device. Alternatively you can rest the device by pressing the small button above the battery compartment using a small object like a paperclip.

REPLACING THE BATTERIES

Your device comes with 2 LR44 (160mAH)/1.5V batteries. If at at any point you see a low battery symbol flash on the screen that means it is time to change your batteries by following the instructions below.



⚠WARNING: This product contains a Button or Coin Cell Battery. A swallowed Button or Coin Cell Battery can cause internal chemical burns in as little as two hours and lead to death. Dispose of used batteries immediately. Keep new and used batteries away from children. If you think batteries might have been swallowed or placed inside any part of the body, seek immediate medical attention.

TO ENSURE PROPER FUNCTION:
- Do not mix old and new batteries - Battery installation should be done by an adult
- Non-rechargeable batteries are not to be recharged - Rechargeable batteries are only to be charged under adult supervision - Only batteries of the same or equivalent type as recommended are to be used - Batteries are to be inserted with the correct polarity
- Exhausted batteries are to be removed from the toy - The supply terminals are not to be short-circuited.

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10 Canal Street, Suite 330
Bristol, PA USA 19007
Tel.: 267 878 0466
www.superimpulse.com

This device complies with Part 15 of the FCC rules.
Operation is subject to the following two conditions:
(1) This device may not cause harmful interference, and
(2) this device must accept any interference received, including interference that may cause undesired operation.
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures: Reorient or relocate the receiving antenna. Increase the separation between the equipment and receiver. Connect the equipment to an outlet on a circuit different from that to which the receiver is connected. Consult the dealer or an experienced radio/TV technician for help. NOTE: Change or modifications not expressly approved by the manufacturer responsible for compliance could void the user's authority to operate the equipment.

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